MAGIC The Gathering®

PLANE SHIFT: INNISTRAD

COMPATIBLE WITH

DUNGEONS & DRAGONS®

TABLETOP ROLE PLAYING GAME

PLANE SHIFT: INNISTRAD

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Introduction

Clouds of purple and red shroud the sky above the forbidding mountains of the Geier Reach, never allowing the sun's full light to shine on the ground below. The jagged spires of Maurer Estate jut up from the peaks, keeping silent watch over the isolated valley. Stoic and enduring, the people of Stensia huddle in their stone-crafted villages—Shadowgrange, Krezk, Lammas—built against the mountainsides. Wisps of thick fog twine amid the trunks of black pines in the Somberwald, thick bogs suck dead trees slowly down into their murky depths, and dusky pastureland provides scant sustenance to flocks of scrawny sheep.

The lord of this bleak, remote part of Stensia's outland valleys is Strefan Maurer, who drank angel's blood alongside Edgar Markov and Olivia Voldaren centuries ago. His bloodline is small and mostly irrelevant to the larger world, but in the outland valleys of Stensia, he is the ultimate master. Avacyn and Sigarda offer scant hope to his grim subjects. Abandoned by their angels and hunted by vampires, all the Stensians can do is endure the unending dusk.

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By the time *Plane Shift: Zendikar* saw the light of day, the game and story of *Magic: The Gathering* had moved on from Zendikar and started the tale of *Shadows over Innistrad*. I had already finished writing *The Art of Magic: The Gathering—Innistrad,* at the same time that *Curse of Strahd*, a horror-themed adventure for *Dungeons & Dragons,* was on the shelves. All this meant that I turned my attention pretty quickly to the next installment, *Plane Shift: Innistrad!*

The starting point for this document was *The Art of Magic: The Gathering—Innistrad.* Consider that book to be a useful resource in creating your Innistrad campaign, but not strictly necessary. An abundance of lore about Innistrad can be found on the Magic website. This document is designed to help you turn the book's adventure hooks and story seeds into a resource for your campaign with a minimum of changes to the fifth edition D&D rules.

This document also contains guidelines for adapting the *Curse of Strahd* adventure to set it in Innistrad. With a bit of creative improvisation, these tips should get you on your way.

—James Wyatt

The game mechanics in this supplement are usable in your D&D campaign but are not fully tempered by playtests and design iterations. For these reasons, material in this supplement is not legal in D&D Organized Play events.

The World of Innistrad

Ghost Quarter ▶ Peter Mohrbacher

The World

On the plane of Innistrad, horrors stalk the shadows and scratch at doors in the night. Humanity is beset on all sides: vampires thirst for human blood, werewolves live for the thrill of the hunt, the restless spirits of the dead haunt the living, and no corpse is safe from reanimation at the hands of cruel necromancers or cunning scientists. Only their grim determination—and their staunch faith in the protection of their patron archangel, Avacyn—has allowed humans to survive in this nightmarish realm.

Horrors of the Night

The people of Innistrad are surrounded by monsters. Almost without exception, anything that is not human, whether it's a rat or an angel, is a potential enemy. Even the traditional allies of humanity—from angels and gryffs to herons and hounds—are unreliable at best, as the madness that grips the angels seems to seep into every living thing. And at the same time, humanity's age-old enemies grow ever more dangerous.

The specific horrors that the people of Innistrad fear most are all reflections of humanity's darker nature. Werewolves are a living embodiment of the secret rage and violence that hide in the human heart. Vampires are the bodily manifestation of carnal desire, hedonistic cravings, and bloodlust. Zombies and geists—the restless spirits of the dead—paint the eventual future of all people in the starkest terms, underlining the grim truths of human mortality. Demons are the unholy inversion of humanity's spiritual longings—the shadow side of the angels' brightness.

Still, the most dreadful creatures of Innistrad lurk within human towns and cities, pursuing their twisted schemes and unholy desires in the heart of civilization. These are the humans that have been consumed by Innistrad's darkness. Sinister cultists give themselves over to demons and other dark forces. Depraved necromancers raise the dead to do their bidding. Obsessive scholars pry into secrets best left hidden. Crazed scientists toy with forces of life and death in their effort to create artificial life or harness the energy that remains in the spirits of the dead. And even among the common folk—on Innistrad as on every plane—some simply give in to selfish desires and violent rage, killing with knife and garrote rather than sorcery.

Demonic Taskmaster ▸ Chris Rahn

Goldnight Commander ➧ Chris Rahn

Defenders of Humanity

Humanity is not without protectors in this nightmare land, and the foremost of those have always been the angels. Led by the glorious archangel Avacyn, the hosts of angels is few in number but has long stood with the people of Innistrad to face the horrors of the night.

Except in rare cases where the angels directly involve themselves in combat with monsters, their power is mediated through the Church of Avacyn, which serves as both spiritual and temporal authority in the four provinces of Innistrad. The priests of the church perform ritual blessings on the faithful and their homes to ward off evil, and the church's soldiers and inquisitors have long hunted vampires and werewolves that prey on the people in their charge.

But that was before Avacyn went mad. Without warning, the searing fury of the archangel—usually reserved for the greatest foes of humanity—was turned on villages full of seemingly innocent people. Angels under Avacyn's leadership impaled the innocent on their spears and scoured the earth with celestial fire. Convinced that the sins of humanity had brought down Avacyn's wrath, the church took up the archangel's cause and sought to purge all sin through inquisition and execution.

With even the angels and the church turned against humanity, few were left to take up arms against Innistrad's evils. Here and there, renegade cathars disobeyed the mandate of the church and continued to hunt vampires and werewolves instead of punishing the innocent. But increasingly, the common folk—farmers with their pitchforks, smiths with their hammers, and retired soldiers taking battle-worn swords down from above the mantle—discovered new reserves of strength and resiliency to stand against the horrors of the darkness, even when those horrors were parish priests and holy knights.

Life on Innistrad

Gavony Township ▶ Peter Mohrbacher

People of Innistrad

Innistrad's population is mostly human, and player characters in an Innistrad campaign should be human in most circumstances. However, the humans of Kessig are different in many respects from those of Gavony, and Nephalia's urban culture is very distinct from the shadow-draped land of Stensia. Diversity among player characters comes not from race, but from each character's home province.

Human characters on Innistrad have the following traits. If you use these human traits, do not use the variant human traits presented in the *Player's Handbook*. As well, in campaigns that use feats, characters should not be allowed to choose feats that duplicate any provincial traits.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice (see "Languages" on the next page).

Provincial Origin. Choose one of the four provinces of Innistrad as the place of origin for your character.

Gavony

Whether safe behind the walls of the High City of Thraben or out in the moors with little more than shuttered windows, barred doors, and grim determination to stand against the horrors of the night, the humans of Gavony are the most well-rounded people of Innistrad.

Ability Score Increase. Your ability scores each increase by 1.

Kessig

For the Kessiger, life is work. Kessigers are farmers, millers, weavers, and stonemasons, living close to the land and working hard for every meal. This makes them self-reliant, pragmatic, and plainspoken.

Ability Score Increase. Your Dexterity and Wisdom scores each increase by 1.

Forest Folk. You have proficiency in the Survival skill.

Fleet of Foot. Your base walking speed is 40 feet.

Sure-Footed. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.

Diregraf Escort ▶ Ryan Pancoast

Spring Attack. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of your turn, whether you hit or not.

Nephalia

Beneath an ever-present shroud of fog billowing in from the sea, the people of Nephalia maintain a semblance of normalcy, buying and selling goods from across Innistrad in their bustling markets, setting out to sea in tiny fishing boats, or tilling the soggy earth in waterlogged fields.

Ability Score Increase. Your Intelligence and Charisma scores each increase by 1.

Breadth of Knowledge. You gain proficiency in any combination of four skills or with four tools of your choice.

Stensia

Countless generations of hardship and proximity to the vampire strongholds—leading to lost children and neighbors—have taught Stensians to guard their hearts. They are proud and fervent in their beliefs but seem brusque or even cold to the people of other provinces.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Daunting. You have proficiency in the Intimidation skill.

Tough. Your hit point maximum increases by 2, and it increases by 2 every time you gain a level.

Classes Overview

Characters of any class can be found in Innistrad, though some classes are rarer than others. The organizations and character types noted below are described in more detail on the following pages.

Barbarians are not a common sight in Innistrad. Some cathars draw on the power of divine fury (see the Lightning Mauler card in *Avacyn Restored*). The remotest regions of the Somberwald, the Ulvenwald, and the Geier Reach might also be home to more traditional barbarians.

Bards are also rare on Innistrad. A springsage—an Avacynian archmage dedicated to healing and renewal—could conceivably be a bard.

Clerics populate the ranks of the church hierarchy and many cathar orders.

Druids can be found as springsages or as the "witches" known as forcemages, who make pacts with nature spirits.

Fighters fill all the usual roles on Innistrad, as soldiers, cathars, militia captains, town guards, and so on.

Monks are rare. A monk is probably a member of the church hierarchy, and in fact is most likely to be a monk in the church's definition—a wandering priest.

Paladins fill many of the cathar orders. As the angels' madness and Emrakul's rise change the face of Innistrad, the Order of Saint Traft becomes the home of many "heretic" cathars who choose to follow their own conscience rather than the increasingly insane dictates of the church.

Rangers are particularly common in Kessig, where they operate as hunters, trappers, or guides in the Ulvenwald, or as cathar members of the Quiver of Kessig.

Rogues are most common in Thraben and the cities of Nephalia, engaging in smuggling, thievery, corpse trading, and other unsavory lines of work.

Sorcerers are rare. A spearsage (one of the archmages of Goldnight) could be a sorcerer, especially if you use the favored soul variant presented in Unearthed Arcana. A sorcerer might also be a necro-alchemist or a cultist of some sort.

Warlocks are found primarily in cults of madness (with a Great Old One as patron), demon cults such as the Skirsdag, or witches' covens. A warlock who belongs to the Skirsdag might be a respected member of the church hierarchy, feigning the blessings of Avacynian clergy.

Wizards are often Avacynian archmages, but can also take up more sinister vocations—ghoul-callers, skaberen, necro-alchemists, mad scientists, and cultists.

Languages

Innistrad is not a world with a variety of languages, unlike most D&D settings. The people who inhabit the world all speak the same tongue, and the most common monsters—including vampires, werewolves, and geists—speak it as well, since they were once human.

Ordinarily, all humans learn an additional language, and many backgrounds give access to languages as well—so the easiest way to deal with these extra languages is to ignore them. Humans speak only Common. If a background gives access to a language, the character can choose a tool proficiency instead.

Alternatively, you can diversify the languages of Innistrad. Perhaps the Common tongue is the language of the church, used to facilitate communication among people in different provinces, even as each province has its own language or dialect. Characters might also be able to learn Demonic (spoken by demons and devils), Draconic (spoken by dragons), or Primordial (spoken by elementals).

The Church of Avacyn

The Avacynian faith is a complex system of beliefs and magical practices intended to protect the humans of Innistrad from the predations of the plane's monsters. Over the centuries, layers of belief and ritual have accreted to this basic core, but as long as Avacyn remained present and sane in the world, the wards of the church remained strong, preventing the utter extinction of the human race.

Player characters in an Innistrad campaign are likely to be associated with the Church of Avacyn in some capacity. Clerics, druids, fighters, paladins, rangers, and wizards might serve as cathars, inquisitors, or archmages within the broad organization of the church.

Church Hierarchy

The church is headed by the Lunarch Council. Consisting of bishops and cathars of the highest ranks, the council continues to struggle to come to terms with the madness of Avacyn and her angels.

Bishops are the leaders of the spiritual and temporal affairs of the church. Elders govern the parishes that make up each province, combining the administrative responsibilities of a mayor with the religious authority of a minor bishop. Priests attend to the needs of the people at parish churches, village chapels, and crossway altars. All priests have the ability to perform magic, though some are more powerful than others. Most of them focus on the protective blessings that make up the rituals of the church.

Monks are wandering priests, not connected to a specific location. Some feel called to minister to those isolated people living beyond the reach of a parish priest, but others take up the life of a monk because they disagree with their superiors in the hierarchy. Some are wild-eyed fanatics or heretical teachers, but many are quiet, peaceful souls with firm convictions that set them apart from the church.

A player character cleric is probably referred to as a monk in the church hierarchy, having the freedom to move around with no responsibility to any congregation. The acolyte background is ideal for such a character. A cleric's choice of domain might reflect a connection to one of the archangels subservient to Avacyn. The Knowledge domain is particularly associated with Bruna and Flight Alabaster, the Life domain is strongly connected to Sigarda and the Host of Herons, and the War domain is tied to Gisela and Flight Goldnight.

Silverblade Paladin ▸ Jason Chan

Cathars

Cathars are the soldiers of the Avacynian church, but "soldiers" is a broad term encompassing everything from crime-solving investigators to mounted paladins. Some cathar orders are so independent as to be virtually separate sects of the church, while others are tightly bound to the hierarchy of the faith:

- The elite cavalry of Innistrad, the Gavony Riders, are extensively trained in mounted combat with swords and lances.
- The mausoleum guards are the rank-and-file soldiers of the cathars, wielding little magic but making up for it with their numbers.
- Midnight duelists patrol the streets, particularly at night, on the lookout for thieves, vampires, and corpse traders.

Demolish ▶ Raymond Swanland

- Moor chaplains are battlefield faithful who wield magic and weapons with equal skill. Their magic focuses on healing and protection, so they don't usually fight on the front lines.
- Cathars of the parish-blades serve as escorts along the crossways and protect the cathedral in Thraben. They are an elite military force that assembles at the bishops' command.
- The Quiver of Kessig is an order recently split off from the parish-blades. Its members specialize in archery and long-range defense, and often guard town walls and church roofs against spirits, vampires, specters, demons, and other flying attackers.

Cathar characters might be clerics (especially moor chaplains), fighters or paladins (especially Gavony Riders, mausoleum guards, midnight duelists, or parish-blades), or rangers (in the Quiver of Kessig). The soldier background works well for cathars.

Avacynian Archmages

The Avacynian archmages are gifted spellcasters with the inborn ability to channel some of the divine power of the archangels. Each lineage of the archmages practices unique techniques passed down from master to student for generations, ultimately tracing back to the archangels and Avacyn herself.

Spearsages, the archmages of Goldnight, use powerful and aggressive spells associated with the sun, channeling blinding rays of holy light and powerful prayers to bolster their allies' speed and courage.

Moonsages, the archmages of Alabaster, are concerned with preserving the Blessed Rest, preventing humans from returning as zombies. They use preventative and warding spells, banishing the undead to the void and making sure graves remain sealed.

Springsages, the archmages of Herons, are healers who use their magic to aid individuals, whole villages, and even the land itself. They act much like wandering priests or monks, traveling the remote reaches to minister to the people and heal the sick.

Avacynian archmages might be clerics, wizards, or (in the case of the springsages) druids. The favored soul sorcerer presented in Unearthed Arcana could also work for an archmage, and the sage background is ideal for such characters.

Inquisitor Background

Historically, inquisitors were cathar detectives who investigated crimes both mundane and supernatural. They were known for traveling to remote parishes plagued by unexplained murders, and for exposing werewolves living among normal humans. During Avacyn's absence, when the archangel was trapped within the demonic prison known as the Helvault, the inquisitors led a series of brutal forays into Kessig and the Gavony Moorland. They executed suspected lycanthropes with little or no proof, and punished accused heretics in unsanctioned trials. With Avacyn's madness, this savage form of inquisition has become the norm, and inquisitors who still pry into dark mysteries have become a minority.

Skill Proficiencies: Investigation, Religion
Tool Proficiencies: Thieves' tools, one set of artisan's tools of your choice
Equipment: A holy symbol, a set of traveler's clothes, and a belt pouch containing 15 gp

Moorland Inquisitor ▸ David Palumbo

Feature: Legal Authority

As an inquisitor of the church, you have the authority to arrest criminals. In the absence of other authorities, you are authorized to pass judgment and even carry out sentencing. If you abuse this power, however, your superiors in the church might strip it from you.

Suggested Characteristics

Inquisitors are often driven by zeal, plagued with suspicion, and haunted by self-doubt. They are all too susceptible to human failings, and their judgment is not always divinely inspired.

d8	Personality Trait
1	It will all go smoothly if everyone just does as I say.
2	Despair is an extravagance we can ill afford.
3	I know the writings of Saint Raban backward and forward.
4	I try to see the bright side in the very worst situations.
5	It helps me feel better when others show sympathy or appreciation for the horrors I've endured.
6	I prefer to face evil with a strong group of friends in front of me.
7	I want to see the wicked burn for the evil they've brought on us.
8	I feel the sin being purged from me as I help cleanse the world.

d6	Ideal
1	**Honesty.** The smallest deception paves the way to grievous sin. (Lawful)
2	**Piety.** Devotion to the angels and the rites of the church is all that keeps the world from destruction. (Good)
3	**Order.** The laws of Avacyn are meant to preserve the social order—everything in its proper place. (Lawful)
4	**Humanity.** Human life is to be cherished and preserved against the horrors of the night. (Good)
5	**Knowledge.** The path to holiness comes through understanding of the world. (Any)
6	**Punishment.** It is better for the innocent to suffer than for the guilty to escape their due. (Evil)

d6	Bond
1	Thraben is the heart of the world. The cathedral must stand even if the hinterlands are lost.
2	One day, I will claim vengeance against the monster that took my family from me.
3	My weapon is all I have to remember my beloved mentor by.
4	The geist of my beloved speaks to me sometimes.
5	My dear sibling is now a werewolf.
6	A small crossways chapel is my spiritual home.

d6	Flaw
1	I am troubled by the wild rage and bloodlust that lurks in my own heart.
2	I have come to believe that I executed an innocent person.
3	I enjoy the prestige of my position more than service to the angels.
4	I drink to forget the horrors I've seen.
5	I might have made a promise to a demon that I can't keep.
6	I'll do whatever grim task must be done, for my soul is already lost.

Creatures of the Night

Moonrise Intruder ♥ Daarken

Werewolves

Driven by their passions, their supernatural hunger, and the cycle of the moon, werewolves shed their tenuous humanity to embrace the savage predator within. They live along the boundary between humanity and supernatural evil, between civilization and the wilds, between light and utter darkness. Gathering in wild packs or hunting alone under the silver moon, werewolves embody the urge to violence, the rebellion against social mores and the chains of conscience, and the hunting instinct that lives within the human heart.

The Nature of Lycanthropy

Lycanthropy—the condition that turns humans into werewolves—is a supernatural curse that causes the victim's spiritual essence to become mingled with the wild essence of nature, symbolized by the wolf. The lycanthrope can be thought of as possessing two souls, or a single soul split between two essences that constantly battle for control. When the wild wolf essence triumphs, the werewolf change occurs. This might explain why werewolves hunt humans so often; the wolf essence desires to destroy the human side and triumph over humanity, and does so symbolically through brutal murder.

A Tenuous Hold on Humanity. A person afflicted with lycanthropy is forever in doubt of his or her own urges and instincts. In human form, a werewolf feels the pull of the wolf's essence even while fully engaged with human society. All lycanthropes feel the war of emotions in their hearts, and as the moon grows full, conscience, religion, and personal restraint wield less and less influence. The full moon makes the change inevitable, but any strong emotion or traumatic experience can also trigger the transformation.

Werewolves in either form seem to be able to tell a human-form lycanthrope by scent. Indeed, humans who are mysteriously spared during werewolf rampages are often suspected of being werewolves themselves.

A Natural Killing Machine. Werewolves in canid form are beings of unparalleled savagery and strength. Their bodies are perfectly engineered for slaughter, with jaws capable of snapping bone and claws sharp enough to rip the entrails from a beast many times

their size. Their minds are explosions of instinct and adrenaline, fed supernatural awareness from their heightened senses yet cognitively blind to almost everything but the kill. They can walk upright for manual dexterity or lope on four limbs for speed. Their howl is said to release the wolf's spirit within, a harrowing sound that fogs the air and chills the night. Werewolves in canid form cannot speak human languages, but seem to be able to communicate with each other on matters of hunting, dominance, and social hierarchy, as canines do in the wild.

If a werewolf dies in canid form, it changes back to human form, a process called death reversion.

Transmitting the Curse

The exact means by which a person is subjected to the curse of lycanthropy is unknown and clouded by superstition. It's likely that the curse can be imposed by a variety of different means—including intentional participation in a ritual meant to invoke the curse.

Bound by Moonsilver ➢ Joseph Meehan

Sometimes, it seems that a werewolf howlpack chooses a victim; certainly, most victims share a common experience of being called to join the pack.

Werewolf Howlpacks

Werewolves are often lone hunters, stalking and killing humans as singular monsters in towns and villages. But some werewolves form loose social groups in the wild, called howlpacks. The population of any howlpack waxes and wanes like the moon, gaining and losing members as individual lycanthropes enter or leave their canid state. Some werewolves seem to be continually drawn back to a familiar howlpack, returning to it time after time as they drop their human guise to reenter the wild.

Howlpacks can be tiny hunting parties of just a few werewolves or massive hordes of over a hundred beasts. They are typically led by single alphas (male or female) that dominate the pack. Alphas must often defend their power by defeating challengers in combat.

Werewolf (Krallenhorde)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in human form, 12 (natural armor) in canid form
Hit Points 58 (9d8 + 18)
Speed 30 ft. (40 ft. in canid form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 14
Languages Common (can't speak in canid form)
Challenge 3 (700 XP)

Shapechanger. The werewolf polymorphs into a wolf-humanoid canid form, or back into its true human form. This change is dictated by the moon, but can also be induced by trauma or strong emotion. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Canid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Canid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws (Canid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Human Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Howlpack Traits

The basic werewolf statistics represent a member of the Krallenhorde, Innistrad's largest howlpack. Werewolves of other packs might have additional abilities such as the following.

Vildin Rampage (Canid Form Only). When the werewolf reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

Mondronen Wounded Fury. While it has 10 hit points or fewer, the werewolf has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Leeraug Blood Frenzy. The werewolf has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Vampires

The vampires of Innistrad form a civilization that stands alongside and in direct competition with humanity, presenting the greatest danger to human life on the plane. Like werewolves, vampires were originally human, and they view themselves as successors to the weak human race—even as they grudgingly recognize that they require humans to feed upon. Vampires are the embodiment of self-indulgent desire, pursuing hedonistic cravings that humans suppress out of a sense of morality and propriety. In their stately manor houses, sprawling courts, and towering castles, four great family lines of vampires show varying degrees of aggressiveness toward their human prey.

The Nature of Vampirism

Vampirism on Innistrad is an anointing that persists and is perpetuated by magic—not a curse or a disease, but a physical state that the vampires somewhat euphemistically call a "condition of the blood."

Vampire Appearance. Vampires have distinctive eyes, appearing as pools of gold or silver surrounded by black. Their hair is often black but can also be deep purple, dark magenta, burgundy, or even dark blue-green. Some vampires wear wigs for variety, novelty, or to disguise themselves more easily among humans. They have pale skin that is cool to the touch. Their canine teeth are slightly pronounced at all times, and they extend significantly when they bite to feed. Vampires also tend to have long and slightly curved fingernails.

Vampiric Glamer. Many vampires learn a unique form of mind-affecting magic that enables them to move among humans undetected. Called the glamer, this power alters what nearby humans think they're perceiving, as opposed to true illusion magic that masks the subject's appearance. As such, particularly strong-willed humans can sometimes shake off the effects of the glamer to see a vampire's true form.

Vampire Vulnerabilities. Weapons cut from living wood are particularly effective against vampires, though any weapon can harm or kill them. A vampire can't cross running water that shows the reflection of the moon, and water blessed by Avacyn (holy water) burns vampire flesh like acid. A vampire's reflection in silver (including a silver-backed glass mirror) appears as the vampire would have looked without the vampiric condition—neither its true appearance nor its glamer, but a normal human, flaws and all. For that reason,

Markov Dreadknight ▸ Cynthia Sheppard

vampires go to great lengths to avoid mirrors, and the presence of silver in any form is unsettling to them.

The Unquenchable Thirst. A vampire needs to consume the blood of living humans for sustenance. At a minimum, during any given cycle of the moon, a vampire must drink as much blood as an average adult human contains (about five liters). Without enough blood, the vampire dries and shrivels, eventually crumbling to dust. Given the opportunity, most vampires will happily consume more blood than they strictly need.

Typically, a vampire drinks so much blood from a human that the victim dies, but sometimes the vampire is interrupted and the human survives and recovers. Such survivors are often met with suspicion and fear, but they never become vampires unless an actual exchange of blood has occurred—which is always a deliberate act on the vampire's part. These survivors are often plagued by unsettling (and sometimes disturbingly erotic) dreams, but they suffer no other lasting consequences.

Vampire Personality. The selfish and arrogant vampires view humans as cattle in comparison to the elegance and sophistication of vampire society. Of course, that "sophistication" consists mostly of treachery and debauchery, where grudges and betrayals are a source of amusement. The vampires' endless revels, feasts, romances, and intrigues are rife with decadence and hedonism. They overindulge in everything, including sex, food, drink, entertainment, sleep, and scheming.

Vampire Neonate

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with living wood weapons
Senses darkvision 60 ft.; passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampiric Glamer. The vampire obscures its form with mind-affecting magic that makes others perceive it as a beautiful human of the same size and shape. The illusion ends if the vampire takes a bonus action to end it or if the vampire dies. A creature that can see the vampire can take an action to visually inspect it, ending the mental effect on itself and seeing the vampire's true form with a successful DC 20 Wisdom (Perception) check.

Aura of Silence. The vampire shrouds itself in a cloak of silence to a radius of 2 feet. Within that radius, the effect is the same as the *silence* spell.

Vampire Bloodlines

Innistrad's ancient history speaks of a human alchemist and healer named Edgar Markov, who sought to preserve his own life and the lives of his family. As old age began to claim him, he despaired of finding an alchemical solution and turned to black magic. Not long after, the demon Shilgengar appeared to Markov and revealed a means by which he could achieve immortality: a dark ritual that involved drinking an angel's blood.

The vampires of Innistrad are all descended from twelve ancient sires—the congregation that participated in Markov's blasphemous ritual. Of these twelve bloodlines, four constitute the vast majority of Innistrad's vampires: Markov, Voldaren, Falkenrath, and Stromkirk.

Elder Vampires

The basic vampire statistics represent a "neonate"—a newly spawned vampire. Older vampires can learn powerful magic of many different kinds, and might have any of the following traits and abilities.

Shapechanger. The vampire has the Shapechanger trait of the vampire in the *Monster Manual,* as well as the shapechanger tag. Some vampires can turn into bat form, some can assume mist form, and a few can choose either form.

Charm. The vampire has the Charm action of the vampire in the *Monster Manual.*

Flight. The vampire has a flying speed of 30 feet.

Gorger. The vampire has advantage on melee attack rolls, but attack rolls against it have advantage.

Spellcasting. The vampire has the spellcasting abilities of a wizard or cleric.

Geists

Innistrad is filled with the ghosts of the human dead. These spirits, called geists, take many forms. Some are protective ancestors, some are simply lost between life and death, and others are vengeful creatures bent on resolving conflicts they couldn't in life. While Avacyn stood as guardian over Innistrad, she and the angels of Flight Alabaster ushered the spirits of the departed into the Æther, where they rejoined the essence of the plane. In her absence—and now her madness—many spirits cling to the world of the living, unable or unwilling to find their way to the Blessed Sleep.

Geists exist in the space between the material and immaterial realms. Although their nature and substance are fundamentally insubstantial, allowing them to pass through walls or disappear entirely from view, they can affect the material world in a variety of ways. Some can make themselves solid for a brief time, or can solidify parts of themselves or items they hold—typically long enough to slash open a throat with a weapon or claws. Others operate at the level of the mind, instilling deadly fear within the living or twisting their senses. Victims believe so strongly in the illusory harm being inflicted on them by a geist that they actually suffer injury. Some geists can affect temperatures, using cold to numb or freeze the living—particularly when humans get lost on the moors or wander too far into bogs. Some use psychokinetic power to wrap brambles, chains, spikes, or glass around themselves, then wield those objects against the living.

Geists have always been a presence on Innistrad. Some manifest on the plane only because of a grudge or regret powerful enough to disturb the Blessed Sleep of the body to which they were connected. Others linger because of a strong desire to protect their living kin, or because of some obsession forcing them to continue a duty they performed in life.

Ghostly Possession. Most geists have the ability to take control of corporeal bodies, including those still inhabited by the living. To possess a living person, a geist must overpower its victim's will, making it much easier to inhabit a corpse or a zombie. As long as the possession lasts, the geist has complete control over a living victim, which is forced to watch its body act without any ability to stop it.

Bygone Bishop ☚ Jason A. Engle

Geist-Honored Monk ▸ Clint Cearley

Geist

Medium undead, any alignment

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft.; passive Perception 11
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Ethereal Sight. The geist can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The geist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The geist enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Possession (Recharge 6). One creature that the geist can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the geist; the geist then disappears, and the target is incapacitated and loses control of its body. The geist now controls the body but doesn't deprive the target of awareness. The geist can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the geist ends it as a bonus action, or the geist is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the geist reappears in an unoccupied space within 5 feet of the body. The target is immune to this geist's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

The geist can instead target the corpse of a creature, effectively using its own life force to animate the corpse as a zombie. The animated corpse uses zombie statistics and returns to death if the geist ends the possession.

Mana Connection. As creatures of pure spirit, geists are partially sustained by the mana that flows through the plane of Innistrad. Thus, each geist is closely associated with one or more colors of mana, and its nature and attitude are shaped by the characteristics of that mana. The effects of possession by a geist likewise depend on the geist:

- Most white-aligned geists are benevolent, sheltering spirits, and they generally possess the living for their own protection.
- Blue-aligned geists are prone to performing repetitive actions—knocking, arranging things in patterns, stacking objects, making marks, and so on. When they possess the living, they often induce this same kind of obsessive behavior.
- Black-aligned geists hate the living, hungering eternally for life, power, or the settling of a wicked grudge. The victims they possess are forced to commit terrible crimes of violence and murder, and are often left injured, permanently crippled, or dying. These geists might be represented by the **shadow**, **specter**, **will-o'-wisp**, or **wraith** statistics in the *Monster Manual*.
- Human spirits motivated by fury sometimes return as red-aligned geists called poltergeists. Use the **specter** statistics from the *Monster Manual* with the poltergeist variant for these creatures.
- Rarely, human spirits return as benevolent green-aligned geists. Similar to white geists, these spirits protect homes nestled in the forest and keep watch over orchards and groves.

Geist Powers

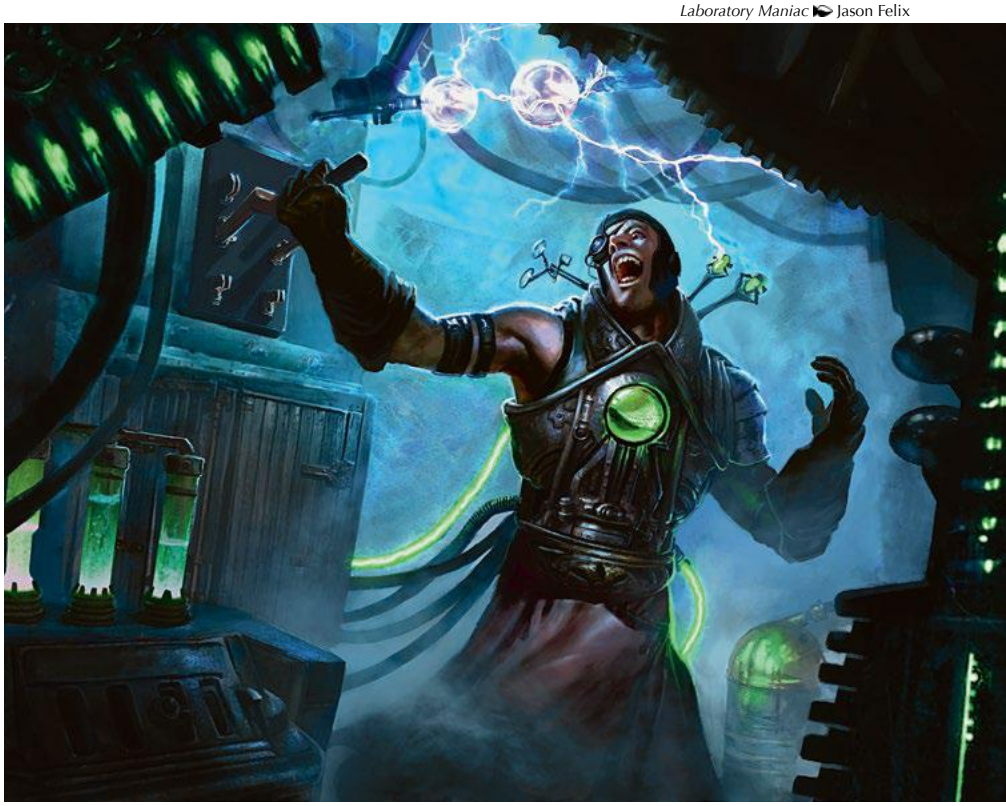
Geists are as varied as the humans they were in life. In addition to the traits and actions all geists possess, an individual geist might have any of the following special characteristics.

Intangible Virtue. A living creature possessed by a white-aligned geist gains immunity to the charmed and frightened conditions, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. While the creature is possessed, the geist can allow it to take control of its body, but the geist can regain control at any time (no action required).

Horrifying Visage. Black-aligned geists can make themselves terrible to behold, even when they are possessing the living. Each non-undead creature within 60 feet of the geist that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this geist's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Necro-Alchemists

Laboratory Maniac ➧ Jason Felix



Some bizarre and eccentric scientists use geists—the spirits of the dead—as an energy source to conduct strange experiments on living creatures and fuel crazed technological inventions. Necro-alchemists sometimes call themselves geistmages, but different practitioners identify themselves in different ways. What all have in common, however, is their use of elaborate contraptions to capture, bind, and draw the energy from geists.

This technology is often employed to power sprawling laboratories. But some necro-alchemists have managed to bind geists to smaller containers, including tubelike canisters that are strapped to the back and attached to weapons that hurl lightning. At their best, necro-alchemists use their technological advances to fight the crazed angels. However, even the most true-hearted geistmages have been known to capture the spirits of fallen allies to recharge a geist-lightning weapon that has run out of fuel.

Necro-alchemists are best described using the **mage** statistics in the *Monster Manual,* with the assumption that their spellcasting is facilitated by the use of geist-powered devices.

Skaberen

Skaberen, also called stitchers, are scientist-mages who create artificial forms of life. The true goal of a skaberen is to create real life, an undertaking which usually produces a malformed "offspring" for the practitioner. This offspring is a skaab—a constructed zombie.

Skaabs are assembled from disparate body parts and animated through scientific means. Most skaabs are more or less humanlike, but creative stitchers have crafted winged skaabs similar to the drakes of other worlds, towering giant skaabs, and unrecognizable horrors.

Skaberen go through an elaborate process to gather body parts, bind them together, infuse the stitched body with vital fluid, and plant a vital force in its unliving flesh. Some skaberen even use necro-alchemy to fuel their laboratories, leading to even more confusion in terminology.

Skaberen usually ply their trade in remote and inhospitable places, since they are viewed as blasphemers by the church of Avacyn. They often become obsessed hermits who surround themselves with ancient scrolls and books, phials of rare noxious liquids, glass jars full of pickled organs, anatomical charts for both humans and beasts, rune-engraved skeletal remains, and small anvils and hammers for inscribing brass and copper plates.

Some skaberen might be mere **commoners**, or perhaps **cultists**. The most powerful among them might be **mages** (using geist-powered devices), but the true power of most skaberen is in their creations (**flesh golems**), not their own magic.

Skaabs

The most basic skaabs are simply flesh golems, as described in the *Monster Manual*. But the aspiration of every skaberen is to produce a truly unique masterpiece, a goal that might see a stitcher create golems with one of the following special characteristics.

Armor Plating. Increase the skaab's Armor Class to 14 and increase its challenge rating to 6 (2,300 XP).

Six Arms. The skaab's multiattack action allows it to make three slam attacks. Increase its challenge rating to 6 (2,300 XP).

Three Heads. The skaab has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious. (Its challenge rating doesn't change.)

Skaab Goliath. This skaab has three heads, six arms, and armor plating. Increase its challenge rating to 7 (2,900 XP).

Winged Skaab. The skaab has a flying speed of 30 feet.

Ghoulcallers

Ghoulcallers are necromancers—mages who use black mana to call forth the dead from graveyards. These risen dead are called ghouls, or the unhallowed. The ghoulcaller fills the fragile mind of his or her creation with a single driving purpose, which the ghoul carries out to the best of its ability using whatever skills it has. The result is a grotesque parody of life: risen blacksmiths attempting to "reforge" their opponents, fallen warriors rasping incoherent battle cries, undead murderers reawakening their deadly slyness, and fallen mages trying to weave spells that often result in some horrible distortion of their original purpose.

The clergy of Avacyn perform rituals on the final resting places of the dead to ensure the Blessed Sleep, but during Avacyn's time in the Helvault, ghoulcallers had an easier time in their work. In this present age of Avacyn's madness, not only are necromancers easily able to plunder the graves of the fallen, but ghouls seem to arise spontaneously from graves across Innistrad.

The **zombies** in the *Monster Manual* describe the most common ghouls of Innistrad. More powerful necromancers might raise unhallowed dead with the statistics of **ghasts**, **ghouls**, **mummies**, or **wights**.

Ghouls also include zombie animals, often animated by necromancers to serve as familiars—most commonly cats, rats, and snakes. These creatures have the statistics of the small animals in the *Monster Manual,* with the addition of the zombie's Undead Fortitude trait.

Liches

Liches are powerful necromancers who fuse the magic of the ghoulcaller with the arcane science of necro-alchemy, preserving themselves in hideous unlife while retaining their sentience and magical power. One lich is known to reside in the Nephalian town of Havengul, but others might exist that are more skilled at hiding their presence. The **lich** in the *Monster Manual* can represent these undead necromancers.

Unbreathing Horde ▶ Dave Kendall

Demons

Demons are the dark counterparts of angels—malevolent creatures of raw black mana. Some were once humans who sold their souls for power, and all are utterly corrupt and evil. As creatures of pure mana, demons can never be truly destroyed. When a demon dies, its essence is scattered for a time, but that essence eventually coalesces into a new form. The power of Avacynian magic keeps the essence of slain demons from creating new demonic forms as quickly as was common in Avacyn's early days. To fight against such magic and extend their influence into the mortal world while keeping out of easy reach of the angels, demons make pacts with cultists and witches, bending those humans to their sinister will.

As it did during Avacyn's absence, the most prominent demon cult on Innistrad exists within the highest levels of the hierarchy of Avacyn's church. The influence of the Skirsdag Cult is strong within the Lunarch Council, and that influence has whipped the church into a murderous frenzy in response to the angels' madness. The terrible inquisition that has arisen as a result has proven as great a threat to Innistrad as the angels themselves. Throughout it all, the demons remain hidden, but their reach is greater than it has ever been.

Virtually any **demon**, **devil**, or **yugoloth** in the *Monster Manual* can stand in for a demon of Innistrad. The greatest demons, such as Griselbrand, Ormendahl, and Withengar, are mighty beings on par with the demon princes described in the *Out of the Abyss* adventure. When any demon is destroyed, it gains a new body after somewhere between ninety-nine days and ninety-nine years.

Devils

Devils are infernal perpetrators of malicious mischief. They make up the personal armies and entourages of the demons—those creatures' selfish desires and urges made flesh. Cruel and gleefully sadistic, devils have no regard for the safety of themselves or others. They delight in destruction, mayhem, and pain.

Devils stand about three or four feet tall and have faces full of needlelike teeth. Most have ruddy or deep red skin, one or two back-sweeping horns, and long, whiplike tails. However, their morphology varies from individual to individual. Devils are agile and make passable fighters, but they do their best destructive work by sabotaging things of value and inciting violence in others.

Devils are best represented by the smaller demons and devils presented in the *Monster Manual*—**dretches**, **imps**, **lemures**, **manes**, **quasits**, and **spined devils**.

Reaper from the Abyss ◣ Matt Stewart

Cults and Witches

With the madness of the angels, a variety of new cults sprang up across Innistrad. Some were direct continuations of the demon cults that had proliferated during Avacyn's absence, but others were entirely new—centered on madness and revering monsters that had arisen in response to the angels' madness. Many such cults can be traced to the activity of Nahiri—the stoneforging Planeswalker known as the Lithomancer.

Welcome to the Fold ◆ David Palumbo

Cults of Madness

Many of the cults that once followed demons saw their patrons destroyed when Avacyn emerged from the Helvault. The people who belonged to those cults were not so quickly restored to church and community, and many of them remain disgruntled, rebellious, or insane. Nahiri has played on their discontent and given them new masters to serve. Some revere her, especially in Stensia, believing that she is an ancient vampire. Others offer sacrifices to the monsters of the world—including those in Nephalia who worship the monstrous kraken-like Kralmar.

Many of these cults gather around spires of twisted stone (called cryptoliths) that Nahiri has raised from the ground across the provinces. The true purpose of these stones—redirecting the ley lines of mana flowing through the plane—is lost on the cultists, but the redirection of mana has caused the madness of the angels, who are formed of raw mana. Whether this was Nahiri's intent or simply a side effect of some greater plan remains a mystery. Many cultists view the angels' madness as a sign of the dawning of a new age, believing that the angels are purging those who are unworthy to be present when some unknown apocalypse occurs.

Followers of Nahiri's cults are physically as well as mentally warped. Their features twist into bestial or fishlike forms, as if they might be regressing through millions of years of evolution. Some even grow tentacles or tails, transforming into slimy horrors resembling octopuses or amphibians.

Demon Cults and Witches

Not all the demons were killed when Avacyn escaped the Helvault, and some of their cults remain intact. The most important of these is the Skirsdag, which hides within the very hierarchy of the church in Thraben. Once dedicated to the archdemon Griselbrand, the Skirsdag is now led by Ormendahl the Reaper, a demon who survived the angelic purge by hiding in caverns deep beneath the cathedral. With the madness of Avacyn, the Skirsdag gains increasing influence over the Lunarch Council, adding violent zeal to the church's inquisition.

The distinction between a demon cult and a witch's coven is subtle. Cultists worship demons, but witches derive actual magical power from them, forging contracts similar to those that gave the Planeswalker Liliana Vess her magical power.

These cultists can be represented in the game using the statistics for **cultists** or **cult fanatics**. The cults of madness might include **yuan-ti purebloods** or **kuo-toa** (in the most advanced cases of corruption). Demon cultists could be **acolytes** or **priests**, and witches could be **mages** or **druids** (particularly in the case of the forcemages, who derive their power from nature spirits rather than demons).

Balefire Dragon ◣ Eric Deschamps

Dragons and Wurms

Dragons are extremely rare on Innistrad, mostly confined to the remotest parts of the Geier Reach in Stensia. Most of these dragons are brutal fire-breathers that prey on any creature that strays into their territories, making them best represented by the **red dragons** in the *Monster Manual.*

A few dragons are known to favor more monstrous prey, hunting vampires and flying into Kessig to feast on werewolves. Known as moonveil dragons, these extremely rare creatures have shimmering, transparent wings that gleam in the moonlight as they hunt. The sight of one is considered an inspiring good omen by those who fight the evils of the world. Use the **brass dragon** statistics for a moonveil dragon.

Wurms are enormous serpentine creatures that burrow through the ground, consuming corpses. Fortunately quite rare, they are thought to be physical manifestations of corrupted green mana. The **purple worm** in the *Monster Manual* can represent these monstrosities.

Constructed Creatures

Many of the evils that plague humanity on Innistrad arise from within humanity itself, and among the most terrible of these are creatures built by human hands. Some of these are animated by the magic of necro-alchemists or witches, but others are inhabited and given life by hostile spirits or other malign forces. These include **gargoyles** and **scarecrows**, haunted dolls and suits of **animated armor**, **stone golems** formed of gravestones and mausoleums, and **homunculi** created by stitchers and necro-alchemists.

Creepy Doll ▸ Matt Stewart

Elementals

Elementals are manifestations of the forces of nature, and on Innistrad that generally means sinister forces. They arise from the twisted woods—the Ulvenwald and the Somberwald—that hide some of Innistrad's most fearsome monsters, or spawn from the fiery chasms that seethe like cauldrons of hate in the midst of the land. Like geists, elementals are closely associated with specific colors of mana.

Green-aligned elementals usually take on gnarled humanoid shapes made up of wood stalks and twisting vines, best represented as **treants**, **blights**, **shambling mounds**, or **awakened trees** and **awakened shrubs**. Others are nature spirits and spirit animals. Some of these are relatively benign, including beautiful nature spirits (**dryads**) wrapped in vine and thorn. Cold-burning geist-flames made of unnatural fire (**will-o'-wisps**) seem unconcerned with human life, but often lead travelers through the woods and bogs into danger. Malign kindercatches (**green hags**) steal children from the forest villages of Kessig.

Red-aligned elementals are fiery beasts (**hell hounds**) or spirits (**fire elementals**) that haunt places like Ashmouth or Devil's Breach.

Creepy Doll

Tiny construct, lawful evil

Armor Class 12
Hit Points 21 (6d4 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft.; passive Perception 10
Languages speaks and understands the languages known by its creator
Challenge 2 (450 XP)

False Appearance. While the creepy doll remains motionless, it is indistinguishable from an ordinary, inanimate doll.

Actions

Multiattack. The creepy doll makes one attack with its scissors and uses Psychic Assault.

Scissors. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Psychic Assault. The creepy doll targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw or take 11 (2d10) psychic damage. Also on a failure, roll 3d6. If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence, as from the *greater restoration* spell or similar magic.

Body Exchange. The creepy doll initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the creepy doll's spirit inhabits the target's body while the target's spirit is placed into the creepy doll's body. The creepy doll controls the target's body completely. It retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The target retains its alignment, Intelligence, Wisdom, and Charisma while inhabiting the creepy doll's body.

The body exchange lasts until the doll's spirit is forced out by magic. (The *dispel evil and good* spell will accomplish this, though the doll is not one of the creature types whose possession that spell normally ends.) The body and the doll must be within 5 feet of each other for such an effect to work. The target is immune to this doll's Body Exchange for 24 hours after winning the Intelligence contest or after the exchange ends.

Angels

Avacyn was the archangel of Innistrad, revered across the plane as the source of hope, of protection, and of the Blessed Rest—a peaceful eternity of slumber in the grave. She offered the faithful magical wards against vampires and werewolves, a tranquil oblivion rather than the damned fate of a tormented spirit or undead abomination, and a distant hope that someday, their descendants might live in an Innistrad free from all the horrors of darkness.

Traditionally, three groups of angels known as flights or hosts served Avacyn, each under the leadership of a lesser archangel.

Gisela, Blade of Goldnight ◀ Jason Chan

Flight Alabaster

The practical and sympathetic angels of Flight Alabaster were instrumental in maintaining Avacyn's wards against the supernatural evils of Innistrad. They preferred the use of spells to weapons, and engaged in battle only when they had exhausted other options. As a result, angels of other flights sometimes dismissed them as overly sentimental. Alabaster angels aided priests and cathars in maintaining the protective wards on city walls and at holy sites throughout the plane, and also aided Avacyn in conducting the spirits of the dead to their ultimate fate, dissolving into Innistrad's Æthereal essence. The leader of Flight Alabaster was Bruna, called the Light of Alabaster.

Host of Herons

The Host of Herons comprised the angels of birth, rebirth, and purity, whose magic was said to ward humans against harm in life. This was always the smallest flight of angels, and its primary function was the scouting and tracking of werewolves and other marauding monsters. Sigarda led the Host of Herons, wielding a scythe shaped like the head of a heron.

Flight Goldnight

Flight Goldnight was an army of soldier-angels focused on the martial strength of the church. These angels were characterized by pragmatism and strict observance of church law. They were strategists in battle and skillful leaders during armed conflicts, cultivating a martial mindset that made them more than willing to take up arms when the need arose. The leader of Flight Goldnight was Gisela, called the Blade of Goldnight or the Blade of the Church.

Angelic Flights

The angels of Innistrad share the statistics of the angels in the *Monster Manual*. Avacyn can be considered a **solar**, the three lesser archangels are **planetars**, and the angels that make up the three hosts are **devas**. However, angels of the different flights have certain unique characteristics.

Alabaster Wards. Angels of Flight Alabaster can use their Innate Spellcasting to cast *protection from evil and good* at will, and *dispel evil and good* once per day.

Heron Protection. Whenever an angel of the Host of Herons or a friendly creature within 10 feet of it makes a saving throw, the creature gains a bonus to the saving throw equal to the angel's Charisma modifier. The angel must be conscious to receive or grant this bonus.

Goldnight Menace. As an action, an angel of Flight Goldnight can strike fear into the hearts of its enemies. Each creature of the angel's choice that is within 120 feet of it and is aware of it must succeed on a Wisdom saving throw or become frightened for 1 minute. The DC for this saving throw is the same as for the angel's Innate Spellcasting trait. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that angel's Goldnight Menace for the next 24 hours. A deva with this feature has a challenge rating of 11.

Moonsilver Spear. An angel of the Flight of Moonsilver wields a spear made from a shard of the Helvault. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Once per turn, when the angel hits a creature with an attack using this weapon, it can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time the angel has wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

The Madness of Avacyn

When the Eldrazi titan Emrakul first approached Innistrad, Avacyn perceived her influence as a contagion that must be expunged from the world. However, unable to identify the source of that contagion, Avacyn was driven mad, lashing out instead at every living thing. She led the angels in a vain effort to purge this corruption from the plane, viewing the humans they once protected as part of the maddening illness. The different flights of angels even began to war against each other, drastically reducing the number of angels on the plane.

Wielding fiery swords and clad in full armor, the soldier-angels of Flight Goldnight became the scourge of all mortal life on Innistrad. None could predict what would trigger their violent judgment or where they would strike next. The angels of Flight Alabaster had always been at the forefront of the church's efforts to root out and punish demon cultists, necromancers, and other heretics. With Emrakul's approach, they grew at least as mad as Avacyn herself. Their fervent obsession drove the forces of the Lunarch Inquisition, the church's efforts to root out sin among the human populace. The angels prodded the church to ever greater and more desperate action.

Amid the chaos, Avacyn created a new angelic flight to serve as her honor guard. Armed with moonsilver spears forged from shards of the broken Helvault, these angels of the Flight of Moonsilver served as sentries and guards at Thraben Cathedral, and flew alongside Avacyn into battle against any perceived threat to Innistrad.

Only Sigarda and the Host of Herons remained unaffected by Avacyn's madness, perhaps because they were the angels of purity. The survivors of this host retreated to their old haunt in Gavony's remote parish of Videns to maintain a safe distance from Avacyn.

Angels that have gone mad can cast *flame strike* once per day using their Innate Spellcasting trait. Additionally, the extra damage from their Angelic Weapons is half fire damage and half radiant damage.

Fiery Temper ▸ Johannes Voss

The Coming of Emrakul

Rise of Emrakul

Emrakul is the largest and most fearsome of the three Eldrazi titans imprisoned on Zendikar. She causes silent horror wherever she soars, embodying desolation, emotional and physical distance, the chill of the void, and the terror of being alone. Thus, in many ways, she is perfectly at home on Innistrad.

Emrakul's initial approach to Innistrad pressed on the minds of that plane's inhabitants, straining their sanity. Her full manifestation then amplified that effect. Cultists who bordered on mad obsession descended into gibbering adulation of their Eldrazi idol, and scholars who pried into dark secrets fell catatonic with the full realization of the alien horror they studied.

Emrakul arrived on Innistrad without her brood of drones and other spawn, so she immediately began warping the native creatures of the plane—both natural and unnatural—in her own monstrous image. Beings transformed into Emrakul's spawn manifested fleshy lattice structures, distorted symmetry, and tentacles ending in knobby, vestigial digits. Those who had already begun their descent into corruption before the Eldrazi's arrival were warped almost beyond recognition, but even those who fought against the madness during her approach were susceptible to the life-warping affects of her presence.

Emrakul's arrival set a new series of horrific events in motion, as humans and monsters alike found their very existence threatened by this blasphemous horror.

Emrakul's Madness

The story of *Shadows over Innistrad* and *Eldritch Moon* is shaped by Emrakul's arrival and the madness that spreads across the plane around the Eldrazi titan. A D&D campaign set on Innistrad can ignore this aspect of the story and focus instead on the themes of more traditional Gothic horror. But if you do want to add elements of Emrakul's madness to your campaign, use the Sanity score rules in chapter 9 of the *Dungeon Master's Guide.* Allow characters to make Sanity checks to interpret the effects of Emrakul's corruption, and Sanity saving throws to resist the effects of the spreading madness.

Mental corruption is not the only effect of Emrakul's presence on Innistrad, however. Particularly after the Eldrazi titan fully emerges into the plane, the madness she brings is accompanied by physical mutation as well. Rather than unleashing hordes of spawn upon the world as the Eldrazi did on Zendikar, Emrakul causes the living creatures of Innistrad to transform into her spawn, becoming warped and horrible fusions of normal and Eldrazi flesh. This physical transformation first takes hold of humans whose minds have already been touched by the Eldrazi's approach, with mental obsession often manifesting in physical expression. But Emrakul's physical presence affects every living thing nearby.

Emrakul, the Promised End Jaime Jones

A creature or character whose Sanity score is below 10 can begin to manifest signs of physical corruption, which progresses in stages.

Distorted (Sanity 8–9). Even before Emrakul's arrival, some cultists and those who pried too deep into dark secrets begin to change. In this early stage, physical proportions shift, with one or more of the creature's limbs or some part of the face growing larger, almost always asymmetrically. Noticeable skin blemishes can also appear, most often as boils or clumps of cauliflower-like growths (though these do not yet resemble the lattice of Emrakul's flesh). Creature statistics are unchanged.

Deformed (Sanity 6–7). In the second stage, a creature can develop a dead or bulging eye, huge tumorous growths, curled hands or feet, violent palsy, oozing secretions from the skin or eyes, raw red patches on the skin, and similar deformities. Patches of lattice-like growths often appear on the skin. In some cases, particularly in Nephalia, cultists begin to manifest distinctly fishlike features—goggling eyes, scaled or slimy skin, webbing between the fingers or toes, or gill-like flaps on the face or neck. Creature statistics remain unchanged.

Disfigured (Sanity 4–5). In the third stage, the lips shrink away from the teeth, which can rot and fall out. Fingers and toes sometimes fuse together or start transforming into tentacles. Bleeding sores erupt on the skin, or bulbous growths can appear under the skin. Cultists in Nephalia often grow finlike protrusions or pincerlike hands.

At this stage, creatures might manifest improved natural armor or weapons, or simple benefits such as the Amphibious trait of a **bullywug**, the Blind Senses of a **grimlock**, Chameleon Skin like a **troglodyte**, the Slippery trait of a **kuo-toa**, or the Spider Climb trait of an **ettercap**.

Misshapen (Sanity 2–3). In the fourth stage, a creature's flesh often rots away or grows out of control, either leaving muscle and bone visible beneath or concealing features beneath masses of fleshy lattice or bulbous growths. Bone structure can alter radically, creating additional limbs or turning existing limbs into bizarrely jointed tentacles. Extra eyes can appear in unexpected places, or the head can transform into something resembling a fish or octopus.

At this stage, a corrupted creature might begin to transform into an entirely different creature. A human could effectively become any of the creatures mentioned above, or some other vaguely humanoid monster such as a **kenku**, a **lizardfolk**, a **sahuagin**, or a **yuan-ti**.

Monstrous (Sanity 1). The most warped creatures are barely even recognizable. Some become little more than a mass of writhing tentacles, or lose their physical coherence entirely. Two or more creatures can fuse together, joined by fleshy lattice. The "lucky" ones retain a basically humanoid shape, but otherwise appear completely monstrous, with twisted faces, extra limbs, horny growths, jointed tentacle extrusions, and so on. Such a creature might effectively become an Eldrazi-like monster such as an **aboleth**, a **chuul**, a **cloaker**, a **gibbering mouther**, or a **mind flayer**.

Curse of Innistrad

Curse of Strahd Ben Oliver

Curse of Innistrad

Innistrad's ancient history speaks of a human alchemist and healer named Edgar Markov, who sought to preserve his own life and the lives of his family. As old age began to claim him, he despaired of finding an alchemical solution and turned to black magic. Not long after, the demon Shilgengar appeared to Markov and revealed a means by which he could achieve immortality: a dark ritual that involved drinking an angel's blood.

The vampires of Innistrad are all descended from twelve ancient sires—the congregation that participated in Markov's blasphemous ritual. Of these twelve bloodlines, four constitute the vast majority of Innistrad's vampires: Markov, Voldaren, Falkenrath, and Stromkirk. Three of the others have died out completely, while five are so few in number as to be irrelevant. One of those nearly irrelevant lines is that of Strefan Maurer, who rules a remote region in Stensia's outland valleys.

This chapter offers suggestions for situating the region of Barovia, which is detailed in the Ravenloft adventure *Curse of Strahd,* within the plane of Innistrad. The changes range from the merely cosmetic (changing the Balinok Mountains to the Geier Reach, for example) to more thorough reimaginings of Ravenloft elements foreign to Innistrad, such as dusk elves, wereravens, and the enigmatic Vistani.

Much of the description of Barovia presented in chapter 2 of *Curse of Strahd* applies to Innistrad generally and to the outland valleys of Stensia in particular. Some elements do not apply, including the mists of Ravenloft. No magical barrier imprisons people in the outland valleys, or even on Innistrad as a whole. Planeswalkers, at least, can leave the plane, and high-level spellcasters native to Innistrad might be able to glimpse realms beyond the Blind Eternities through their magic.

The description of the dour people of Barovia applies to Stensians as a rule. However, all Stensians have souls, and those souls are not trapped on Innistrad.

Forest ◣ James Paick

Strahd von Zarovich—Strefan Maurer

The history of Strefan Maurer runs parallel to that of Strahd von Zarovich. After his father's death, Strefan studied magic and forged a pact with the demon Shilgengar in return for the promise of immortality. After murdering his brother Sergei and drinking his blood, Strefan journeyed to Markov Manor and consulted with Edgar Markov. Together, they worked with Shilgengar to create the twelve bloodlines of vampires on Innistrad. Maurer Estate (Castle Ravenloft) was not spirited away to a demiplane—it was already on Innistrad, itself a place of nightmares. And Strefan is not trapped here, so he is not seeking a successor in hopes of escaping. Newcomers to his domain do attract his attention, though, as the possibility of meeting a new consort is always on Strefan's mind.

Strefan's statistics are unchanged from the statistics of Strahd in the *Curse of Strahd* adventure, except that he lacks the Vampire Weaknesses feature. Instead, Strefan has the weaknesses shared by Innistrad vampires (see that earlier section).

Lands of Barovia—Outland Valleys

The region shown on the map in the *Curse of Strahd* adventure covers most of the outland valleys, the dales of the Geier Reach that are farthest from Gavony and Kessig. Only place names within the region need updating; the rest of the region's geography is unchanged. The Balinok Mountains are the Geier Reach, the Svalich Woods are the Somberwald, Lake Zarovich is Maurer Lake, and the Old Svalich Road is Somber Road.

Two passes cross the Geier Reach to connect the outland valleys with the wider world. Hofsaddel is the more often used, a wide and well-trodden pass mostly ignored by the vampires. The Somber Road runs through this pass, but it is a long and circuitous route. By contrast, Needle's Eye is a narrow, treacherous, and deadly path haunted by vengeful geists. It is a more direct path, but it runs perilously close to the demonic gateway known as Ashmouth, so humans use this pass only in the most dire need.

The lore known to the people of Stensia is different in detail but similar in substance to what is presented in the *Curse of Strahd* adventure.

Falkenrath Noble ◣ Slawomir Maniak

Mountain ▶ Andreas Rocha

Strefan the Fiend

The people of Stensia and the outland valleys know the following about Strefan Maurer and vampires in general:

- Strefan Maurer is a vampire, and he dwells in Maurer Estate. No one is welcome at the estate.
- Strefan the fiend is a curse placed on the land because of some forgotten sin committed by the ancestors of the people of Shadowgrange. (This is untrue, but the people of the outland valleys believe it.)
- Vampires have three supernatural characteristics that are shared across all bloodlines: agelessness, superhuman strength (mostly an exaggeration), and an aura of silence that emanates from them at will to a radius of two feet. Elder vampires can learn powerful magic of many different kinds, such as flight, a hypnotic gaze, or the ability to transform into other forms such as that of a bat or a mist.
- Weapons cut from living wood are particularly effective against vampires, though any weapon can harm or kill them. A vampire can't cross running water that shows the reflection of the moon, and water blessed by Avacyn burns vampire flesh like acid. The holy symbols of Avacyn, blessed in the proper rituals of the church, can fill a vampire with a paralyzing fear and a desire to flee.

The Outland Valleys

The people of the outland valleys know the following facts about their homeland:

- Many strangers have been drawn to the outland valleys over the years, but they all die or disappear eventually.
- Wolves, dire wolves, and werewolves prowl the Somberwald, and hungry bats fill the skies at night.
- The village of Shadowgrange sits at the east end of the valley. Its burgomaster is Kolyan Indirovich.
- The town of Lammas lies at the heart of the outland valleys. Its nominal leader is Baroness Lydia Petrovna, but the town is presently controlled by the inquisitor Seeta.
- The fortified village of Krezk lies at the west end of the outland valleys and is built around an old abbey. The village burgomaster is named Dmitri Krezkov.
- Wine is the lifeblood of the outland valleys—for some, it is the only reason to keep living. Taverns here get their wine from the Wizard of Wines winery near Krezk.
- A mad wizard of great power haunts the foothills of Mount Baratok. He is an outsider and no friend of the vampire's.

Beliefs and Superstitions

The people of the outland valleys have deep-rooted religious beliefs and superstitions that they pass down from one generation to the next:

- Avacyn and her angels watch over the people of Stensia just as they do over the rest of Innistrad. But Sigarda and the Host of Herons have a special love for Stensia.
- Spirits drift along the Old Somber Road toward the Maurer Estate in the dead of night. These phantoms are all that remain of Strefan's enemies, and this damnable fate awaits anyone who opposes him.
- The Bitterhearts (Innistrad's version of Ravenloft's Vistani) serve Strefan the fiend.
- Never harm a raven, lest ill fortune befall you!

Village of Barovia—Shadowgrange

Little changes about this peaceful village as it is described in the *Curse of Strahd* adventure, except that the religious trappings found in the church use the iconography of the church of Avacyn and the archangel Sigarda. The holy symbol seen in the office is not a sunburst but Avacyn's Y-shaped collar, looking slightly distorted because of the angels' madness. The priest Donavich prays to the angels, not the gods.

The books found in the church office are called *Hymns to the Heron* (chants to Sigarda) and *The Blade of Truth: The Uses of Logic in the War Against Demonic Heresies, as Fought by the Lunarch Andreas.*

Vistani—Bitterhearts

Madam Eva's people are the Bitterhearts, represented on cards like Bitterheart Witch (from the original Innistrad set) and Wakedancer (from Dark Ascension). They are descended from a people whose village was swallowed up in the chasm of Ashmouth. To ensure their survival, they made a pact with a demon and took up a nomadic existence. Of course, not all Bitterhearts are witches. Some have taken up a life of banditry, some serve Strefan directly, and some remember their people's ancient devotion to the Demonlord of Ashmouth.

As with the other people of the outland valleys, the lore known by the Bitterhearts is mostly the same as that known by the Vistani in *Curse of Strahd.*

Bitterheart Witch ▶ Karl Kopinski

Bitterheart Lore—Strefan

The Bitterhearts have their own beliefs about Strefan, their world, and their place in it:

- Strefan comes from a royal bloodline. He died centuries ago yet endures as one of the undead, feasting on the blood of the living. The people of the outland valleys refer to him as "Strefan the fiend."
- Strefan has taken many consorts, but he has known only one true love: a peasant girl named Tatyana. (The Bitterhearts don't know what happened to her.)
- Strangers aren't welcome at Maurer Estate without an invitation.

Bitterheart Lore—The Outland Valleys

- Strefan conquered this land centuries ago. He uses wolves, bats, and other creatures to spy on all of his realm.
- The Stensians are a simple, frightened people.
- The Old Somber Road passes through Strefan's domain. Three settlements lie on the road like beads on a string: Krezk to the west, Lammas in the heart of the valley, and Shadowgrange to the east. Strefan has spies in each settlement.
- An old windmill stands along the road between the village of Shadowgrange and the town of Lammas. It should be avoided at all costs. (The Bitterhearts refuse to say more.)
- It is wise to stick to the road. Wild druids, wayward geists, and packs of wolves and werewolves haunt the Somberwald.

Bitterheart Lore—Beliefs and Superstitions

- Some Bitterheart women are blessed with prescience. Of all the great Bitterheart fortune-tellers, none compares to Madam Eva. If knowledge of the future is what you seek, Madam Eva will tell you your fate.
- A prescient Bitterheart can't see her own future or the future of another Bitterheart. It is the burden of the Bitterhearts' great gift that their own fates can't be divined.
- Bitterheart curses are potent, but they are invoked with great caution. Bitterhearts know that to curse one who is undeserving of such punishment can have grave consequences for the one who utters such a curse.
- Ravens carry lost souls within them, so killing one is bad luck. (There is no truth to this legend.)

Vallaki—Lammas

In this town on the shores of Maurer Lake, the Lunarch Inquisition has taken fierce hold. A half-crazed inquisitor named Seeta has come from Thraben to the remote reaches of Stensia to root out evil and cultivate the happiness that should come from faithful devotion to Avacyn. A small demon cult does hide in the shadows of the town, led by Lady Fiona Wachter. No one in the village harbors any notion of escaping Innistrad, but they are desperate to stave off the anger of the angels.

Lunarch Inquisitors ▸ Wayne Reynolds

Lammas also harbors the rebellious Blade of the Inquisitors, Rem Karolus, who is staying at the Blue Water Inn and goes by the name Rictavio. (People speaking of him do not describe pointed ears, since he is and appears fully human.) Rather than a saber-toothed tiger, he has a captive nettle swine (a **giant boar**). Rictavio's journal describes "oddities" that can be attributed to the approach of Emrakul:

- A woman in Wollebank whose mouth has grown large and powerful enough that she can chew through iron chains.
- A giant carnivorous plant with a remarkable singing voice.
- A pair of twins in Silbern who had grown so close that they actually fused together, with lattice-like flesh binding them to each other.
- A woman, seen only from afar, who wore strange clothes and had ears like a rabbit's.

Local lore about Heron's Light Hold (Argynvostholt) is that an angel died there long ago.

Saint Andral's Church is dedicated to Avacyn. The inquisitor Seeta has taken up residence in the church, demanding hospitality from Father Lucien, but she spends most of her time in the town square. There, several guillotines are set up for the punishment of heretics. Use the description of baron Vargas Vallakovich in *Curse of Strahd* to guide your roleplaying of Seeta. Baroness Lydia Petrovna is the nominal ruler of the town, but she has effectively ceded her authority to Seeta and the Lunarch Inquisition.

The wereravens in the Blue Water Inn are members of the Keepers of the Feather—an order of witches tied to a benevolent raven spirit. The dusk elves among the Bitterhearts are vampires of the Dusken family line.

Argynvostholt—Heron's Light Hold

This ancient hold was constructed by a group of knights called the Order of Heron's Light (replacing the adventure's Order of the Silver Dragon), led by the archangel Sigarda herself. Sigarda was not slain in the ancient confrontation with Strefan, but after her knights were all killed, she abandoned the valleys. Though she does not physically appear, she does try to influence the adventurers to help the knights find peace. Rather than a silver dragon, the hold uses imagery of herons.

Krezk

This fortified village is dominated by the Abbey of Saint Traft (replacing Saint Markovia), which is a madhouse. The abbey is named for an ancient saint who fought demons alongside the host of Avacyn. For all his bravery and zeal, Traft was betrayed by a demon and slain, and his spirit never entered the Blessed Sleep.

The approach of Emrakul has filled the abbey to overflowing, and physical corruption commensurate with the growing madness has transformed unfortunate victims into creatures akin to the mongrelfolk of the *Curse of Strahd* adventure. The abbess of the madhouse is an angel who once fought alongside Saint Traft, and who has descended into utter madness since the ancient saint's death.

Tsolenka Pass—The Needle's Eye

The Needle's Eye traverses the Midland Range to connect Stensia's outland valleys and inland valleys. Its proximity to Ashmouth means it is haunted by demons, including the **vrocks** atop the gatehouse wall. Far worse, replacing the roc of Mount Ghakis, is the Demonlord of Ashmouth, a terrible and ancient fiend. It uses the statistics of a **horned devil**, except that it uses a battleaxe instead of a fork.

The Ruins of Berez

An ancient crone here is dedicated to destroying the Keepers of the Feather, the witches that inhabit the Wizard of Wines.

Van Richten's Tower—Rem Karolus's Tower

The legendary monster hunter Rem Karolus, called the Blade of the Inquisitors, has become more interested in hunting angels than werewolves. But his protégé Kastinne (replacing the adventure's Ezmerelda) carries on his work while she searches for her mentor. After a demon killed her children and imprisoned their souls, Kastinne left her home among the Bitterhearts and adopted the lifestyle of a wandering monk. Swearing a vow that most called mad, she descended into the ghastly network of caves below Stensia, bent on killing the demon and liberating her children's souls. Against all odds, she emerged triumphant from the caverns to take up a life of demon hunting. She has trained and worked with Rem Karolus ever since.

The dragon that appears if characters fail to correctly open the door to Karolus's tower is a balefire dragon, but with the statistics of a **young blue dragon**.

Sigarda, Host of Herons ◣ Chris Rahn

Tovolar's Magehunter ◣ Anthony Palumbo

The Wizard of Wines and Wereravens

The Martikov family who run this winery made a pact with a raven spirit of the Somberwald and became forcemages, forming the nucleus of the Keepers of the Feather. These witches stand on the side of humanity against the horrors of Innistrad, and against Strefan Maurer specifically. Their pact gives them magical power, supplemented by their extensive knowledge of herbalism.

The **druids** and **blights** here come from Yester Hill.

The Amber Temple—The Moonsilver Temple

This ancient structure predates any of the known peoples and cultures of Innistrad. The good-aligned wizards who built it anticipated the Helvault by entrapping semidivine evil forces in silver-lined prisons. Everywhere in the temple that amber is described, use silver instead. Both the **arcanaloth** and the **death slaad** here are various forms of Innistrad demons.

Yester Hill

Led by an elder named Rimheit, a group of druids and berserkers dwells atop this hill, revering an ancient yew spirit that inhabits a Gulthias tree. These people dwelled in Stensia long before the current inhabitants came across the mountains and built their villages. The yew spirit is the source of the blights (including the tree blights sometimes called lumberknots) that plague the valleys.

Werewolf Den

The werewolves are a branch of the Mondronen howlpack, who practice dark forms of blood magic.

Rahadin and the Dusk Elves—The Dusken Line

Innistrad has no dusk elves, so their role in the adventure is played by a line of vampires called the Duskens, named after their long-lost progenitor Irska Dusken. Strefan killed Irska centuries ago and scattered the Duskens. Some were subjugated, while others went to live among the Bitterhearts.

Rahadin has been serving the Maurer family for many years, and even helped Strefan subjugate the rest of his line. He appears human rather than elflike, and dresses in red finery rather than wearing black armor.

Nearheath Stalker ◣ Michael C. Hayes

Adventure Hooks

You can adapt the adventure hooks found in *Curse of Strahd* as follows.

Plea for Help. Arrigal is one of the Bitterhearts, and neither his clothing nor his accent are particularly outlandish. He comes to the adventurers when they are in the inland valleys of Stensia, perhaps in Silbern or Wollebank. The people there know that these Bitterhearts come from the outland valleys. The hook is otherwise unchanged.

Mysterious Visitors. The scene described here takes place in Wollebank in the inland valleys. Instead of Lady Morwen, the characters dine with Deigenhard, the mayor of Wollebank. Deigenhard is familiar with the Bitterhearts and believes they are little more than bandits, so he asks the player characters to get them moving on their way.

If the adventurers follow the Bitterhearts to the outland valleys, they travel northwest along the Somber Road, through the pass of Hofsaddel.

Werewolves in the Mist. Werewolves are spilling out of the Somberwald into the inland valleys and threatening the shepherds and farmers there. The adventurers get information based on their affiliations with organizations on Innistrad (as opposed to the player factions of the D&D Adventurers League). If the characters are closely associated with any of these organizations, they can gain the information and benefits associated with the corresponding player factions:

- In place of the Harpers, use the parish-blades—specifically the Stensian branch, casually called the roadwatchers.
- Instead of the Order of the Gauntlet, use the knight-inquisitors of Saint Raban. Taking their name from the legendary investigator and slayer of werewolves, this order of cathars serves as inquisitors in the classic sense—not slaughtering the populace, but investigating mysteries and secrets. They are detectives, investigators, and delvers into enigmas best left untouched.
- Rather than the Emerald Enclave, use a group of springsages, the archmages of Herons, which includes a number of druids.
- Instead of the Lords' Alliance, use the Quiver of Kessig, who are experts at hunting werewolves. Eravien (a human Kessiger, not a half-elf as in *Curse of Strahd*) tells the adventurers that the werewolves are a branch of the Mondronen howlpack, which practices dark forms of blood magic.
- In place of the Zhentarim, use a criminal syndicate connected with Lord Mayor Herzag of Havengul, a corrupt merchant who allows the illicit underground to flourish for his own personal gain.

The characters' travels in pursuit of the werewolves lead them through the Hofsaddel pass. No fog engulfs them, but they emerge in the outland valleys.

Harrowing Journey ◆ James Paick

Creeping Fog. Since there are no mists to transport characters to Stensia's outland valleys, this hook doesn't apply if you are running *Curse of Strahd* in Innistrad.

Creatures and Encounters

Use these guidelines to adapt creatures and encounters throughout the adventure.

Barovian Scouts. The first time the player characters encounter these Somberwald trappers, the group is led by a man named Paulin (whom the players might recognize from flavor text on a handful of cards in the original Innistrad block). He leaves them with some words of wisdom: "Bury your dead deep. The boars are hungriest while the corpse is still warm." (At your discretion, you can also replace **berserkers** with a like number of **giant boars** in a random encounter.)

Wayward Disciple ◣ Kev Walker

Bluto. Found on Maurer Lake, Bluto has gone mad under the influence of the approach of Emrakul. He has devoted himself to an aquatic being he believes lives in the depths of the lake—something akin to the Gitrog monster or the squidlike Kralmar worshiped by coastal cults in Nephalia. Bluto has gill-like flaps on his neck. At your discretion, you could introduce an encounter with the creature he worships, which might be something like a **giant crocodile**.

Mad Mage of Mount Baratok. You can use Mordenkainen as written in *Curse of Strahd*. Or, in a twisted nod to the storyline of *Shadows over Innistrad*, this mad planeswalking mage could be Jace Beleren. Create a different list of spells for Jace, focusing on mind-altering and illusion magic.

Mongrelfolk. The statistics of these misshapen creatures are the same, but in appearance, they resemble the corrupted, malformed creatures warped by the influence of Emrakul. Rather than claws, they might attack with tentacles (dealing bludgeoning damage) or extra mouths (dealing piercing damage). No magic can restore a mongrelfolk to its previous form.

Vampire Spawn. Use the vampire neonate statistics in this document whenever the adventurers encounter vampire spawn, rather than the vampire spawn statistics in the *Monster Manual.* The first time the adventurers encounter exactly two vampire spawn, they meet the infamous twins of Maurer Estate, two young girls named Ruby and Carmine. The two enjoy pretending to be helpless young girls, lost and alone, in order to get close to their prey.

Wereravens. Use the wereraven statistics in the adventure, except that the beak attack cannot transmit lycanthropy (since the witches of the Keeper of the Feather are not lycanthropes). Wereravens also have the spellcasting ability of the **druid** presented in the *Monster Manual.*

Twins of Maurer Estate ◣ Darek Zabrocki